

IN THE CLAIMS

1. (currently amended) A client device, comprising:
 - a connection interface operable to connect to a server over a network;
 - a receiver operable to receive content data;
 - a data storage unit operable to store a plurality of icon identification data sets associated with a plurality of icons such that a given one of the plurality of icon identification data sets is associated with a specific one of the plurality of icons and to store a plurality of passwords associated with a plurality of users of said client device such that a given one of the plurality of users is associated with a particular one of the plurality of passwords;
 - a display unit operable to display a user list identifying the plurality of users of said client device, to receive a user-entered password when the given one of the plurality of users is selected, and when said client device verifies that the user-entered password corresponds to the particular one of the plurality of passwords that is associated with the given one of the plurality of users, to display content based on the received content data, to display a plurality of icon buttons associated with the plurality of icons such that a given one of the plurality of icon buttons represents a particular one of the plurality of icons, and to display a plurality of representations associated with a plurality of members of a buddy list that is associated with that user such that a given one of the plurality of representations is associated with a specific one of the plurality of members of the buddy list and includes a portion providing a particular one of a plurality of visual clues which indicates an on-line status of a client device associated with that member,

said display unit being operable to display the portion providing the particular one of the plurality of visual clues in place of the given one of the plurality of representations in its entirety;

a selection unit operable to receive from a first user a selection of a desired one of the plurality of icons for transmission to another client device connected to the server~~buttons~~; and

a transmitter operable to transmit a request to the server, the request including a command that the server transmit the selected one of the plurality of icons to the another client device and ~~including a respective one of the plurality of icon identification data sets, the respective one of the plurality of icon identification data sets that correspondsing to an individual one of the plurality of icons that is represented by the selected one of the plurality of icons~~ buttons, and including a command so that the server transmits a further command to the another client device to execute the selected one of the plurality of icons, the further command including the respective one of the plurality of icon identification data sets ~~to another client device connected to the server.~~

2. (previously presented) A client device as claimed in claim 1, wherein the data storage unit stores icon display and audio data for executing the plurality of icons.

3. (previously presented) A client device as claimed in claim 1, further comprising a data receiver operable to receive icon display and audio data from the server, the icon display and audio data for executing the plurality of icons.

4. (previously presented) A client device as claimed in claim 1, further comprising a data receiver operable to connect to the Internet and to receive, over the Internet, icon display and audio data for executing the plurality of icons.

5. - 6. (cancelled)

7. (currently amended) A client device as claimed in claim 1, wherein the request indicates a group of other client devices to which the server is to transmit the further command~~respective one of the plurality of icon identification data sets~~.

8. (previously presented) A client device as claimed in claim 7, wherein the respective one of the plurality of icon identification data sets corresponds to the icon that represents a comment on the content and that offers users of the group of other client devices possible responses to the comment.

9. (previously presented) A client device as claimed in claim 8, further comprising a response receiver operable to receive the responses to the comment from the group of other client devices, the display unit displaying a result of the responses.

10. (previously presented) A client device as claimed in claim 7, wherein the respective one of the plurality of icon identification data sets corresponds to an icon representing a question and possible answers.

11. (previously presented) A client device as claimed in claim 10, further comprising an answer receiver operable to receive the answers to the question from the group of other client devices, the display unit displaying a result of the answers.

12. (previously presented) A client device as claimed in claim 1, wherein the display unit displays selected content, and the respective one of the plurality of icon identification data sets corresponds to an icon that invites a user of the another client device to watch the selected content.

13. (previously presented) A client device as claimed in claim 1, wherein the respective one of plurality of icon identification data sets corresponds to an icon that represents

a comment on the content and that offers a user of the another client device possible responses to the comment.

14. (previously presented) A client device as claimed in claim 1, wherein the respective one of the plurality of icon identification data sets corresponds to an icon representing a social interaction having only a single possible positive response.

15. (original) A client device as claimed in claim 1, wherein the display unit displays selected content, and the selected icon button represents an invitation icon for inviting a user of the another client device to watch the selected content.

16. (original) A client device as claimed in claim 15, wherein the selected content is broadcast content.

17. (original) A client device as claimed in claim 15, wherein the selected content is pay content.

18. (previously presented) A client device as claimed in claim 17, wherein when the given one of the plurality of users selects the desired one of the plurality of icon buttons using the selection unit, the display unit displays an interface that provides that user with an option of paying fees for the pay content for the user of the another client device.

19. (original) A client device as claimed in claim 17, wherein the pay content is pay per view.

20. (original) A client device as claimed in claim 17, wherein the pay content is video on demand.

21. (previously presented) A client device as claimed in claim 15, wherein the command transmitted by the transmitter also commands the server to transmit an invitation to devices other than the another client device.

22. (previously presented) A client device as claimed in claim 1, further comprising a chat unit operable to communicate with a plurality of other client devices in a chat group and to

control the display unit to display the content and chat text based on data received from the plurality of other client devices in the chat group, the command transmitted by the transmitter commanding the server to transmit the respective one of the plurality of icon identification data sets to the plurality of other client devices in the chat group.

23. (original) A client device as claimed in claim 1, wherein the display unit displays the icon buttons superimposed on the content.

24. (currently amended) A method of interactive television communication between a plurality of client devices each of which is connected to a server over a network, said method comprising:

receiving, at the server over the network from each one of the plurality of client devices, information on a television viewing status of that client device;

storing, at the server, ~~preparing~~ a buddy list associated with a given one of a plurality of users of a given one of the plurality of client devices, the buddy list having a plurality of members associated with the plurality of client devices, the buddy list including the information on the television viewing status of each one of the associated client devices;

sending, from the server, the information on the television viewing status of the associated client devices over the network to the given one of the plurality of client devices so that, when the given one of the plurality of users is selected at the given one of the plurality of client devices and the given one of the plurality of client devices verifies that a user-entered password corresponds to one stored in the given one of the plurality of client devices in association with the given one of the plurality of users at the given one of the plurality of client

devices, a display unit of the given one of the plurality of client devices displays a plurality of representations associated with the plurality of members of the buddy list such that a given one of the plurality of representations is associated with a specific one of the plurality of members of the buddy list and includes a portion providing a particular one of a plurality of visual clues which indicates the on-line status of the client device associated with that member, the portion providing the particular one of the plurality of visual clues being displayable in place of the given one of the plurality of representations in its entirety;

receiving, at the server over the network from the given one of the plurality of client devices, a request ~~to execute a desired~~ including a command that the server transmit a selected one of a plurality of icons at to a ~~respective selected~~ one of the plurality of client devices, and ~~sending~~ including icon identification data corresponding to the ~~desired selected~~ one of the plurality of icons; and

transmitting, from the server over the network to the ~~respective selected~~ one of the plurality of client devices, a further command to execute the selected one of the plurality of icons, the further command including the corresponding icon identification data.

25. (previously presented) A method as claimed in claim 24, wherein the given one of the plurality of client devices displays selected content, and the icon identification data corresponds to an icon that invites a user of a client device associated with a particular one of the plurality of members in the buddy list to watch the selected content.

26. (previously presented) A method as claimed in claim 25, further comprising:

receiving an agreement to watch the selected content from the associated client device; and

communicating with the associated client device to synchronize display of the selected content at the given one of the plurality of client devices and the associated client device.

27. (original) A method as claimed in claim 25, wherein the selected content is broadcast content.

28. (original) A method as claimed in claim 25, wherein the selected content is pay content.

29. (previously presented) A method as claimed in claim 28, further comprising charging fees for the pay content for the associated client device to the given one of the plurality of client devices when the request indicates that a user of the one client device has agreed to pay the fees for the pay content for the associated client device.

30. (original) A method as claimed in claim 28, wherein the pay content is pay per view.

31. (original) A method as claimed in claim 28, wherein the pay content is video on demand.

32. (previously presented) A method as claimed in claim 28, further comprising discounting fees charged to the given one of the plurality of client devices for the pay content when the user of the associated client device has agreed to pay for the pay content for the associated client device.

33. (previously presented) A method as claimed in claim 28, further comprising providing incentive points to the given one of the plurality of client devices when the user of the associated client device agrees to pay for the pay content for the associated client device.

34. (previously presented) A method as claimed in claim 28, further comprising receiving agreement-to-pay information from the associated client device when the user of the

associated client device has agreed to pay for the pay content for the associated client device.

35. (previously presented) A method as claimed in claim 28, further comprising sending further icon identification data to the associated client device when the user of the associated client device has not agreed to pay for the pay content, the further icon identification data identifying an icon for urging the user of the associated client device to pay for the pay content.

36. (previously presented) A method as claimed in claim 25, further comprising:

searching, by the server, for an online device having the same user as that of the associated client device when the associated client device is not online; and

sending, from the server to the online device, an invitation to watch the selected content.

37. (previously presented) A method as claimed in claim 25, further comprising exchanging chat text between other ones of the plurality of client devices in a chat group, wherein the icon identification data is transmitted from the given one of the plurality of client devices to other the other ones of the plurality of client devices in the chat group.

38. (previously presented) A method as claimed in claim 24, wherein the information on the television viewing status includes information indicates which ones of the plurality of client devices that are associated with the plurality of members of the buddy list are displaying the same television programs.

39. (previously presented) A method as claimed in claim 24, further comprising receiving from the particular client device associated with the given one of the plurality of members in the buddy list a response indicating execution of the desired icon.

40. (original) A method as claimed in claim 39, wherein the icon identification data represents an icon having a comment about television content, and the response represents agreement or disagreement with the comment.

41. (original) A method as claimed in claim 39, wherein the icon identification data represents an icon having a question and possible answers, and the response represents one of the possible answers.

42. (original) A method as claimed in claim 24, wherein the icon identification data represents an expression.

43. (original) A method as claimed in claim 24, wherein the icon identification data represents information about a television program.

44. (original) A method as claimed in claim 24, wherein the icon identification data represents advertisement information.

45. (previously presented) A method as claimed in claim 24, further comprising sending a command with the icon identification data, the command instructing the particular client device associated with the given one of the plurality of members in the buddy list to execute the icon corresponding to the icon identification data using icon display and audio data stored locally in that client device.

46. (previously presented) A method as claimed in claim 24, wherein the icon identification data includes icon display and audio data for executing the desired icon in the particular client device associated with the given one of the plurality of members in the buddy list.

47. (currently amended) A method as claimed in claim 24, wherein the request received from the given one of the plurality of client devices includes a ~~request to execute the desired command that the server transmit the selected one of the~~

plurality of icons ~~at~~ to a portion of the plurality of client devices that are displaying the same television content.

48. (previously presented) A method as claimed in claim 47, wherein the portion of the plurality of client devices includes client devices not associated with the plurality of members of the buddy list.

49. (previously presented) A method as claimed in claim 24, further comprising suggesting icons to the particular client device associated with the given one of the plurality of members in the buddy list.

50. (currently amended) A method of interactive television communication between a plurality of client devices connected to a server over a network, said method comprising:

receiving content data at a given one of the plurality of client devices;

displaying, at the given one of the plurality of client devices, a user list identifying a plurality of users of that client device;

receiving, at the given one of the plurality of client devices, a user-entered password when a given one of the plurality of users is selected;

verifying, at the given one of the plurality of client devices, that the user-entered password corresponds to one stored in the given one of the plurality of client devices in association with the given one of the plurality of users; and

when the user-entered password is verified as corresponding to the one stored in association with the given one of the plurality of users,

displaying content based on the received content data at the given one of the plurality of client devices,

displaying, at the given one of the plurality of client devices, a plurality of icon buttons associated with a plurality of icons whereby a given one of the plurality of icon buttons represents a particular one of a plurality of icons,

displaying, at the given one of the plurality of client devices, a plurality of representations associated with a plurality of members of a buddy list associated with that user such that a given one of the plurality of representations is associated with a specific one of the plurality of members of the buddy list and includes a portion providing a particular one of a plurality of visual clues which indicates an on-line status of the client device associated with that member, the portion providing the particular one of the plurality of visual clues being displayable in place of the given one of the plurality of representations in its entirety,

selecting, at the given one of the plurality of client devices, a desired one of the plurality of icons ~~buttons,~~ ~~selecting, at the given one of the plurality of client devices,~~ for transmission to another one of the plurality of client devices,

sending, from the given one of the plurality of client devices over the network to the server, a request including an ~~instruction~~ command that the ~~desired~~ server transmit the selected one of the plurality of icons ~~be executed at to~~ the another one of the plurality of client devices, and sending including icon identification data associated with the selected one of the plurality of icons ~~over the network via so that~~ the server transmits a further command to the another one of the plurality of client

~~devices whereby the another one of the client devices~~
to executes the selected one of the plurality of
icons, based on the further command including the
associated icon identification data.

51. (previously presented) A method as claimed in claim 50, further comprising storing, in each one of the plurality of the client devices, icon display and audio data for executing the plurality of icons, the sent icon identification data indicating a portion of the stored icon display and audio data that is for executing the selected one of the plurality of icon.

52. (previously presented) A method as claimed in claim 50, wherein the step of sending icon identification data includes sending icon display and audio data for executing the selected one of the plurality of icons at the another one of the client devices.

53. (previously presented) A method as claimed in claim 50, further comprising connecting the server to the Internet and receiving, over the Internet, icon display and audio data for executing the plurality of icons, the server sending selected icon display and audio data for executing the selected one of the plurality of icons with the icon identification data.

54. (previously presented) A method as claimed in claim 50, further comprising connecting the another one of the client devices to the Internet and receiving, over the Internet, icon display and audio data for executing the selected one of the plurality of icons.

55. (previously presented) A method as claimed in claim 50, wherein the given one of the plurality of client devices displays selected content, and the icon identification data corresponds to the icon that invites a user of the another one of the client devices to watch the selected content.

56. (original) A method as claimed in claim 55, wherein the selected content is broadcast content.

57. (original) A method as claimed in claim 55, wherein the selected content is pay content.

58. (original) A method as claimed in claim 57, further comprising executing, at the another one of the client devices, a confirmation icon that informs the user that the selected content is pay content which requires payment of a charge.

59. (original) A method as claimed in claim 58, wherein the confirmation icon enables the user of the another one of the client devices to agree to pay for the pay content with a single operation.

60. (previously presented) A method as claimed in claim 59, further comprising discounting, at the server, fees charged to the given one of the plurality of client devices for the pay content when the user of the another one of the client devices has agreed to pay for the pay content.

61. (previously presented) A method as claimed in claim 59, further comprising providing, at the server, incentive points to the given one of the plurality of client devices when the user of the another one of the client devices has agreed to pay for the pay content.

62. (original) A method as claimed in claim 59, further comprising sending agreement-to-pay information from the another one of the client devices to the server when the user of the another one of the client devices has agreed to pay for the pay content.

63. (original) A method as claimed in claim 58, further comprising sending further icon identification data from the server to the another one of the client devices when the user of the another one of the client devices has not agreed to pay for the pay content, the further icon identification data identifying an icon at the another one of the client devices for

urging the user of the another one of the client devices to pay for the pay content.

64. (previously presented) A method as claimed in claim 57, further comprising charging, at the server, fees for the pay content for the another one of the client devices to the given one of the plurality of client devices when the request indicates that a user of the given one of the plurality of client devices has agreed to pay the fees for the pay content for the another one of the client devices.

65. (original) A method as claimed in claim 57, wherein the pay content is pay per view.

66. (original) A method as claimed in claim 57, wherein the pay content is video on demand.

67. (previously presented) A method as claimed in claim 55, further comprising:

searching, by the server, for an online device having the same user as that of the another one of the client devices when the another one of the client devices is not online; and

sending from the server to the online device an invitation to watch the selected content.

68. (previously presented) A method as claimed in claim 55, further comprising exchanging chat text between client devices in a chat group, wherein the icon identification data is transmitted from the given one of the plurality of client devices to other client devices in the chat group.

69. (original) A method as claimed in claim 50, wherein the step of displaying the icon buttons includes displaying the icon buttons superimposed on the content.